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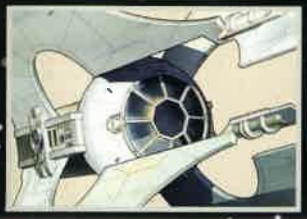
EWOK HANG GLIDER

Aerial bombardment



Nessis-class clawcraft

Dathomir

DeAGOSTINI

LUCAS BOOKS

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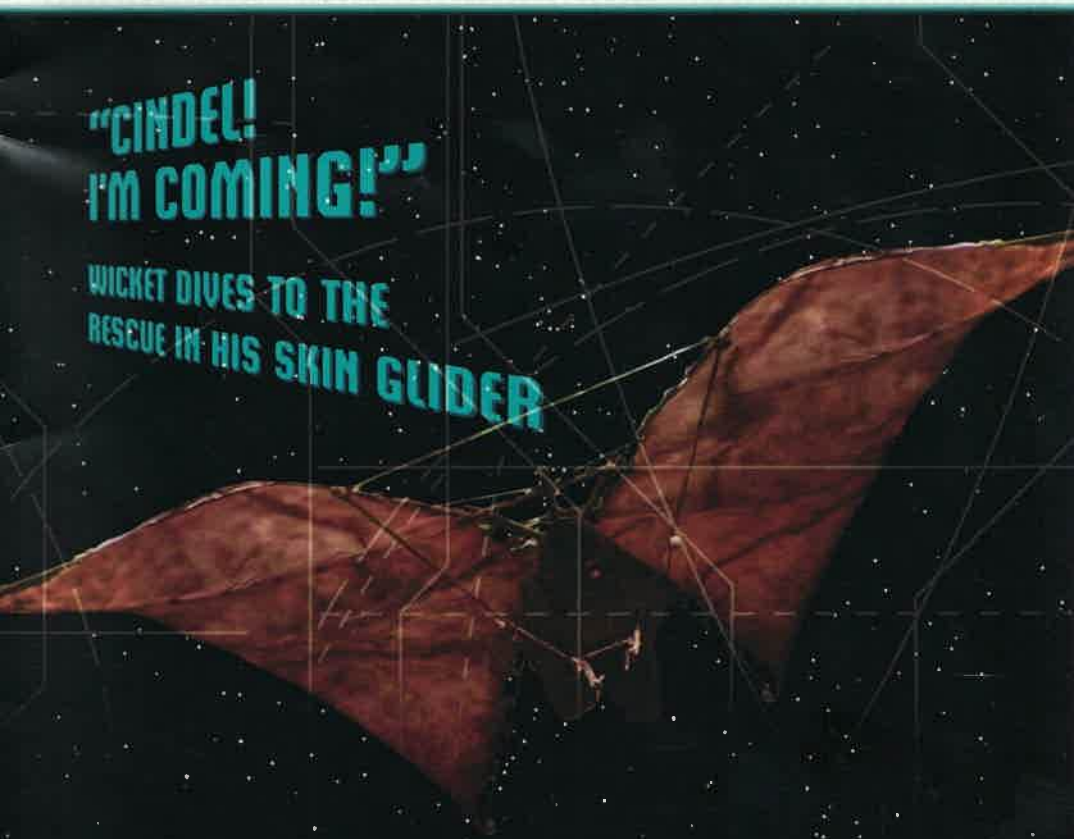
STAR WARS



The Ewoks of the Forest Moon of Endor were frequently underestimated by allies and opponents alike. It was most unwise, however, to dismiss Ewok technology as entirely without merit. Living in harmony with their environment, the Ewoks were able to study the avian creatures that surrounded them. The result was the skin glider, an ingenious and entirely practical hang glider for which the Ewoks had many uses.

EWOK SKIN GLIDERS

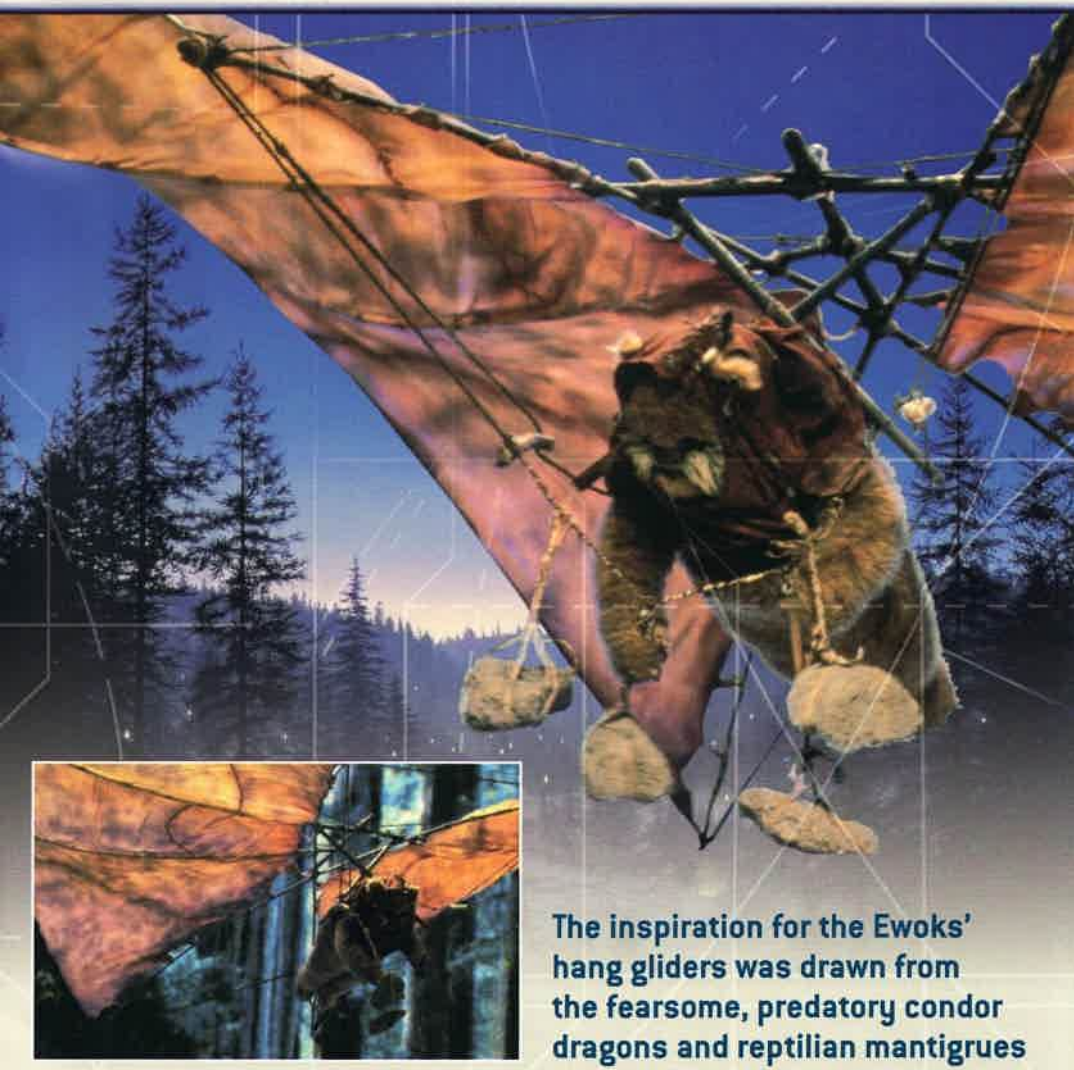
VERSATILE FLYING MACHINES

At the highest point of many Ewok forest villages were platforms set aside specifically as launch pads for the most ingenious examples of Ewok creativity – the skin gliders.

After their first encounters with the metre-high Ewoks of the Sanctuary Moon, many off-worlders were content to dismiss them as a primitive people, locked in a Stone Age level of technology. When faced with the intricate engineering of the Ewoks' tree-top villages, or the ingenuity of their lake settlements, some visitors might have developed a grudging respect for the little fuzz balls. The words 'cute' and 'harmless' would begin to be applied less often to such visitors' furry hosts after they witnessed the Ewoks' highly developed hunting tactics, the heavier weapons – such as catapults – used to defend against frightening attackers like the huge Gorax, and glimpsed the inexplicable abilities of the Ewok shamans.

Inspired by Nature

The Ewoks took much of their inspiration from the environment that surrounded them. From the chickens they kept in their villages, to the churi birds whose skulls were powerful totems, and the majestic lantern birds with their glittering tail feathers – the Ewoks were surrounded by birds. However, it was from the fearsome, predatory condor dragons and reptilian mantigrues that the Ewoks drew the inspiration for their hang gliders. Though there were several different designs of glider – from dart-like models with few struts supporting a single wing surface, to intricate versions with two distinct and separate wings – the basic components were the same. Thin, tough but flexible leather was stretched as tightly as possible between struts made of light, strong wood or bone, with a support and steering frame in the centre for the single pilot and up to one passenger.



The inspiration for the Ewoks' hang gliders was drawn from the fearsome, predatory condor dragons and reptilian mantigrues

Surprising Adaptations

The gliders allowed their pilots to reach other villages, scout for good hunting grounds, or watch out for potential trouble. As the whole structure was made from light materials, even individual scouts or hunters could carry a glider packed up, quickly assembling it when necessary – even on the high, wide branch of a tree if that was the best launch site. If the Ewoks originally only used their gliders for transport, they soon began to risk further experimentation that led to the gliders finding other roles within Ewok life. Better design allowed for increased control, the transport of slightly heavier 'cargo', and for the glider to be able to cover greater distances. Quickly, the Ewoks learned to fly their craft between the trees to track and ambush larger targets, using dropped rocks or thrown spears to bring them down – not bad for a 'primitive' people.

WICKET TO THE RESCUE!

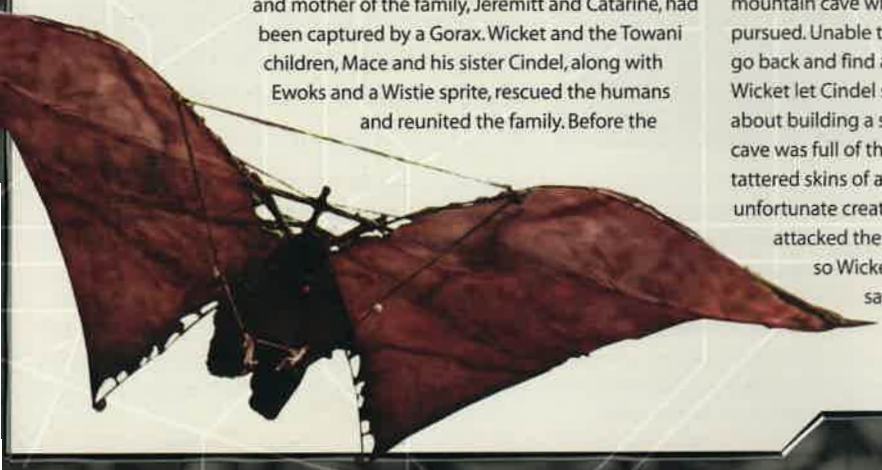
AERIAL EXPLOITS

Young Ewok Wicket W. Warrick was an accomplished scout from an early age, thanks in part to his innate curiosity and also to the education he received from his father, the Ewok warrior Deej.

Deej Warrick was an accomplished glider pilot, and taught his four children how to build and fly the craft safely. These lessons were to prove vital in later years when Wicket used a glider he built himself to effect a daring mid-air rescue.

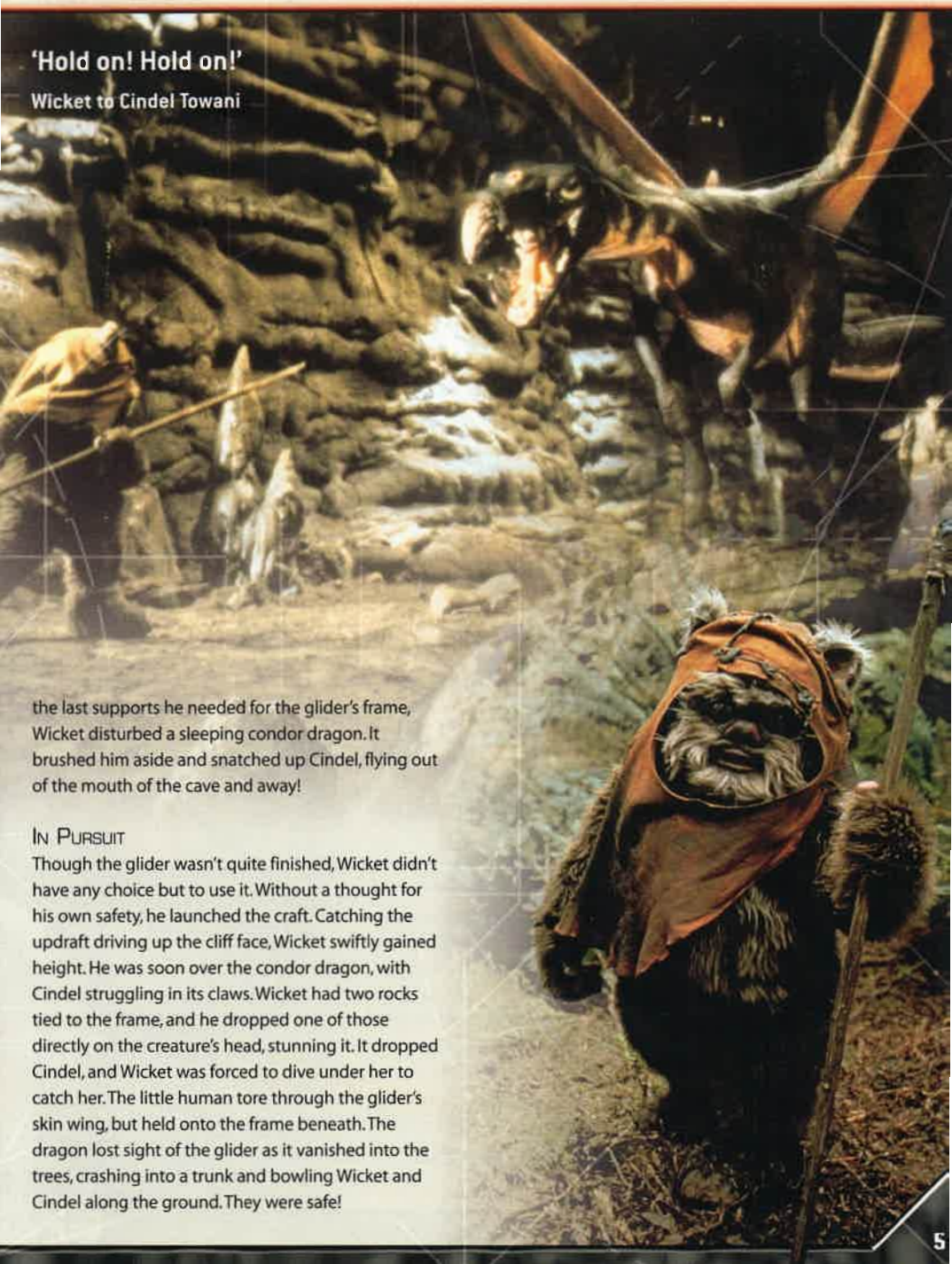
Finding Family

Six months or so before the glider incident, Deej had been flying his skin glider in a search for his older sons, Weechee and Willy, who had failed to return from a hunting trip. He discovered a recently crashed starship belonging to the Towani family. The father and mother of the family, Jeremitt and Catarine, had been captured by a Gorax. Wicket and the Towani children, Mace and his sister Cindel, along with Ewoks and a Wistie sprite, rescued the humans and reunited the family. Before the Towanis could escape the Forest Moon in their repaired starship, they were attacked by raiders. Cindel's parents and brother were killed, along with many Ewoks. Everyone else was taken as slaves, although Wicket and Cindel escaped, vowing to rescue the others.



Dragon Cave

Wicket and Cindel took refuge in a mountain cave when they were pursued. Unable to climb down or to go back and find another route, Wicket let Cindel sleep while he set about building a skin glider. The cave was full of the bones and tattered skins of a number of unfortunate creatures. Nothing had attacked them as they entered, so Wicket assumed it was safe. However, while searching for



'Hold on! Hold on!'
Wicket to Cindel Towani

the last supports he needed for the glider's frame, Wicket disturbed a sleeping condor dragon. It brushed him aside and snatched up Cindel, flying out of the mouth of the cave and away!

In Pursuit

Though the glider wasn't quite finished, Wicket didn't have any choice but to use it. Without a thought for his own safety, he launched the craft. Catching the updraft driving up the cliff face, Wicket swiftly gained height. He was soon over the condor dragon, with Cindel struggling in its claws. Wicket had two rocks tied to the frame, and he dropped one of those directly on the creature's head, stunning it. It dropped Cindel, and Wicket was forced to dive under her to catch her. The little human tore through the glider's skin wing, but held onto the frame beneath. The dragon lost sight of the glider as it vanished into the trees, crashing into a trunk and bowling Wicket and Cindel along the ground. They were safe!

CINDEL TOWANI

CHILD IN TROUBLE

Aged just five, Cindel Towani learned harsh lessons about how cruel the galaxy could be. At the same time, however, she experienced magic and wonder, as well as discovering some very unusual friends and allies in the forests of Endor's Sanctuary Moon.

Before the Battle of Endor, and before the Empire established a significant presence on the moon, the Towani family – Cindel, her father Jeremitt, mother Catarine and Cindel's 14-year-old brother Mace – were travelling the Moddell Sector in their starship when it crashed on the Endor moon. The ship was badly damaged, leaving the family stranded as so many others had been before. While this was a stressful time for the others, Cindel was entranced by the new world she found herself on.

Going, Going, Gone

Despite warnings to her not to wander off, to the frustration of her brother Mace, Cindel took every opportunity to explore her new surroundings. Jeremitt and Catarine, their ship largely too damaged to fly again, sought out other crashed ships, hoping to find a transmitter to call for help. While they were away, Cindel wandered off with her brother in tow. As they explored the forest, their parents encountered a Gorax. This semi-sentient giant easily swept up the two humans and took them back to his primitive cave

'Please help us. They're gonna die!'

Cindel appeals to the Ewoks to help rescue her parents

PROFILE

Cindel Towani
Homeworld
Unknown
Species
Human
Gender
Female
Height
1.3m (aged 5)
Weapon
wits
Affiliation
The Life Monitor (newsfeed), New Republic

dwelling some way off. Cindel and Mace, returning to the ship, waited for their parents to return.

Short Help

While searching for his sons Weechee and Willy, the Ewok warrior Deej Warrick spotted the Towani ship. Investigating the wreck, Deej and the others found Cindel. Seeing the Ewoks' weapons, Mace assumed the worst and attacked. The experienced Ewok fighters quickly disarmed Mace and took the children back to the Ewok village. Cindel, who had never seen furry creatures in her short life, was fascinated by her 'captors'. When they cured her of a life-threatening illness, even Cindel's brother had to admit the Ewoks were friendly and had nothing to do with their parents' disappearance. But there was no clue as to what had happened to Jeremitt and Catarine.

Caravan of Courage

Mace decided to return to the crash site, and took Cindel with him. Then the Ewoks had to rescue the children from a boar-wolf, which the Gorax used like a hunting dog. Mace found his father's life monitor on the beast once the Ewoks had killed it. The device showed that his father was alive. It also allowed the Ewok shaman Logray to find that the Gorax was holding the adult humans captive. Cindel begged the Ewoks for help and Deej and his sons, including Wicket, agreed to help. After a long journey to the Gorax lair, and after being joined by the Ewok Chukha-Trok and a Wistie sprite, the rescue party was able to free Jeremitt and Catarine. Sadly, the brave woodsman Chukha-Trok gave his life battling the Gorax. The Towani family decided to stay with the Ewoks of Bright Tree village while they looked for a way home. An idyllic six months saw Cindel teach Wicket a smattering of Basic while the two played in the forest. This peaceful time, however, came to a violent end.

Moon Raiders

Endor's Forest Moon was a graveyard for many starships. One had brought Sanyassan Marauders to Endor. They lived in a tumbledown castle called Terak's Keep, after their leader. With them was the exiled Nightsister, Charal. Her Force magic was valued by Terak, but he did not trust her. Seeking a power source for their own ship, the raiders attacked Bright Tree, killing Cindel's family and carrying off the survivors and the Towani ship's power supply. Cindel and Wicket managed to escape but followed the raiders, intent on reaching the keep and freeing the prisoners. After a narrow escape from a condor dragon, Wicket and Cindel met Noa Briqualon, a human trader also trapped on Endor. Eventually, after Cindel had been captured, Noa, Wicket and a friendly Teek rescued the prisoners at Terak's Keep and returned to Noa's starship with the power source. Terak and his men attacked, but were defeated when the trader powered up his ship's guns with the Towanis' crystal oscillator.

A New Life

Noa's ship was able to leave Endor, and Cindel bade a tearful farewell to her Ewok friends before boarding. She travelled with Noa for many years, before the old man retired. Many years later, Cindel was living and working on Coruscant. As a journalist for the newsfeed *The Life Monitor*, an article Cindel wrote was instrumental in pushing the New Republic into military action against the Yevetha during the Black Fleet Crisis.

Behind the Scenes

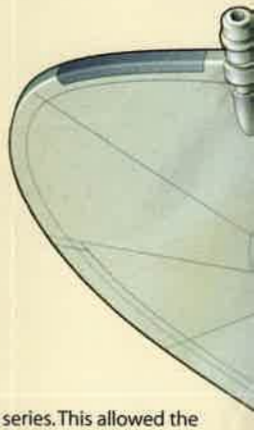
The adventures of Cindel and Wicket were the subject of the two Ewok TV movies *Caravan of Courage* and *The Battle for Endor*. Both were financially successful and also served as a useful experiment in new techniques for Industrial Light & Magic – techniques later used in making *Willow*.

'C'mon Cindel. It's time we go.'

Noa

NSSIS -CLASS *CLAWCRAFT*

CHISS STARFIGHTER



When the Chiss tactical genius Grand Admiral Thrawn returned to the Unknown Regions, he brought with him Imperial technology which he shared with the Chiss Ascendancy. This led to a new generation of *Clawcraft* starfighters.

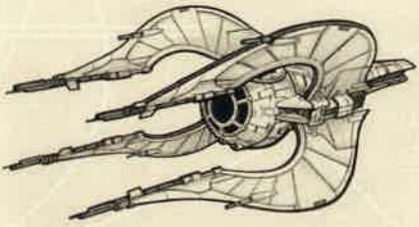
Though slower than a standard TIE/In starfighter, the vessel from which the *Nssis* ships adapted important elements, the new *Clawcraft* featured many additional systems that gave them a significant edge over the Imperial starfighters and, indeed, made them one of the most effective fighter craft in the galaxy.

Familiar Features

The most obvious Imperial feature of the *Nssis*-class ship was that the cockpit was heavily based on that of a TIE/In fighter. However, that and the Sienar Fleet Systems ion engines were the only immediately recognisable section of the new *Clawcraft*. Gone were the large, flat wings, replaced by two sweeping, claw-like wings more familiar to the Chiss. These wings were able to move very slightly on their mountings and, assisted by manoeuvring jets also set on each wing, this gave the ship incredible agility far exceeding that of the TIE fighter series. This allowed the pilot to bring the four wingtip-mounted SFS L-s7.2 laser cannons to bear quickly. Much of the rest of the fighter was pure Chiss ingenuity.

Tough Enough

The Chiss *Nssis*-class *Clawcraft* starfighter was better armoured than the Imperial fighters, and carried deflector shields. Also, unlike the TIE fighters, the *Clawcraft* was able to make hyperspace jumps. In a compromise designed to minimise the weight and size of onboard equipment, the ship had no built-in navigation system, and instead relied on signals from a series of 'anchor points' that broadcast navigational data, or on travelling with larger ships that could provide the necessary information. More than a decade after their initial deployment, newer models were released that included an onboard hyperspace navigation system.



Nssis-class *Clawcraft* PROFILE

Manufacturer
Chiss Ascendancy
Class
Starfighter
Length
7.65m
Maximum Speed
1000km/h (in atmosphere)
Hyperdrive
Class 1.5
Weapons
4x SFS L-s7.2 laser cannons
Crew
1x pilot
Affiliation
Chiss Ascendancy,
Empire of the Hand

EWOK HANG GLIDERS

ATTACKING THE AT-STs

The Ewoks of Bright Tree Village were adept at using their skin gliders in hunting and scouting. They even used them to harass and drive off attacking Gorax. However, during the Battle of Endor, the Ewoks discovered to their cost that the clanking AT-STs were not at all bothered by the rocks dropped on them from overhead. Sadly, the gliders were extremely vulnerable to laser fire aimed by irritated AT-ST gunners.

EWOK HANG/SKIN GLIDER

Manufacturer
Ewok tribes (various)

Length
Varied (around 2m)

Width
Varied (around 3m)

Maximum speed
Approx. 55km/h

Flight ceiling
Approx. 30m

Hyperdrive
None

Engines
None

Propulsion
Gravity/atmospheric pressure combination with thermal updraft assistance

Navigation
Vision-based (with occasional Wistie sprite modifications)

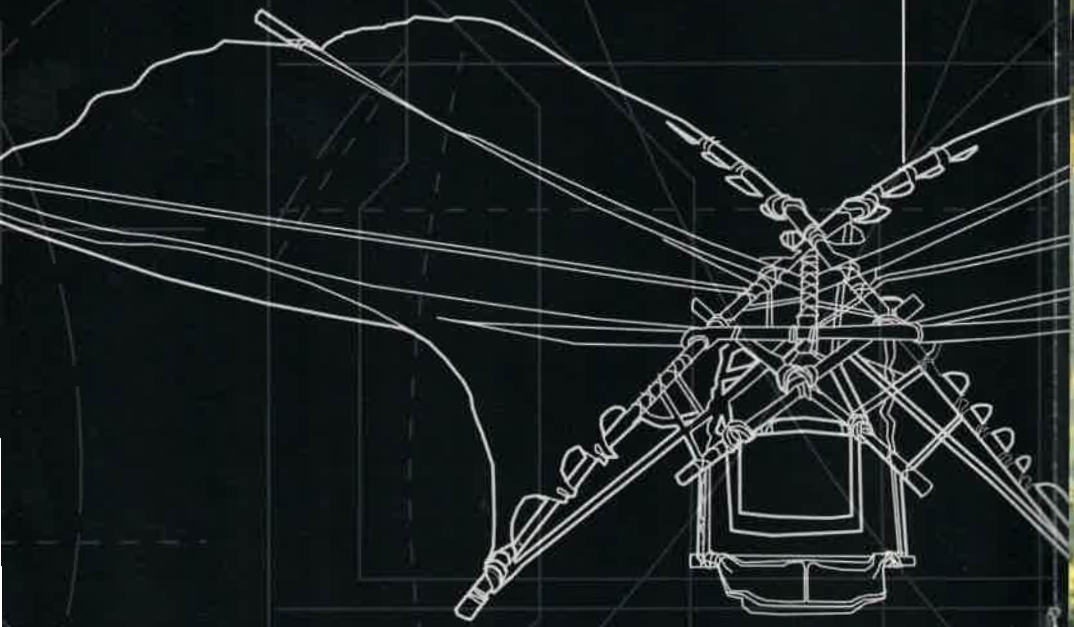
Weapons
Rocks, spears

Crew
1x pilot

Passengers
1

Affiliation
Ewok tribes

Framework made of light, strong wood or bone



The Ewoks of Bright Tree Village had glider launch platforms built in the higher branches of the trees in their village. Gliders were neatly stored in a nearby hut, kept safe and dry, ready to be put together and flown at a moment's notice.

Canopy made of thin, supple leather

Wings vulnerable to tearing – and laser fire

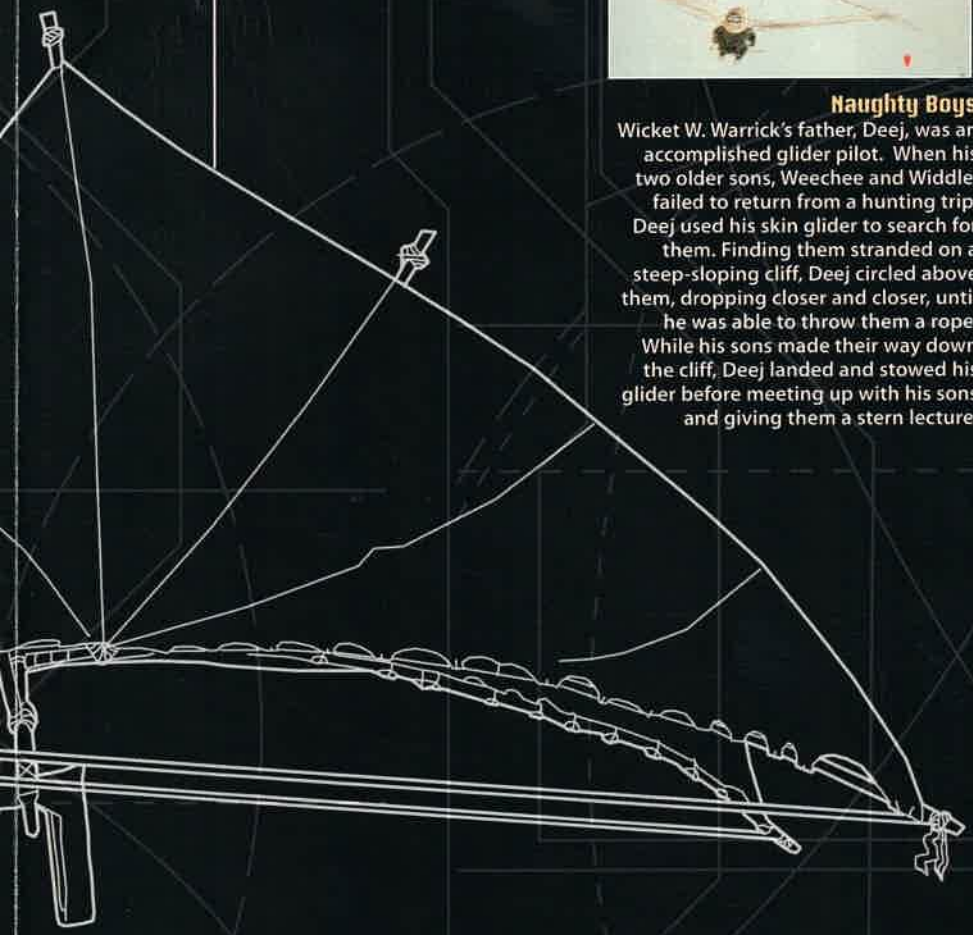
Wing desig
from tribe

Pilot support frame can carry small items

Harness

s vary
o tribe

Larger glider frames can support a passenger



Naughty Boys

Wicket W. Warrick's father, Deej, was an accomplished glider pilot. When his two older sons, Weechee and Widdle, failed to return from a hunting trip, Deej used his skin glider to search for them. Finding them stranded on a steep-sloping cliff, Deej circled above them, dropping closer and closer, until he was able to throw them a rope. While his sons made their way down the cliff, Deej landed and stowed his glider before meeting up with his sons and giving them a stern lecture.

Ewok pilot are trained by older, more experienced warriors.

Fire Fighting

Wistie sprites, luminous and harmless little flying sentients small enough to rest in an Ewok's hand, once guided Ewok gliders around dangerous thermal currents during a forest fire, allowing the brave Ewoks to use foaming chemicals developed by Logray to quench the flames.

CHARAL

DATHOMIR NIGHTSISTER OF ENDOR

For more than a century, Charal was the self-styled Witch-Queen of Endor. What caused her to abandon Dathomir and her sisters remains unknown, but may have had something to do with the focus of her power – a ring that would ultimately be her undoing.

When Charal fled Dathomir, the Nightsisters were not content to let her go. Hotly pursued, Charal went to ground on Endor, reluctantly allying herself with the Sanyassan Marauders and their leader, King Terak. Though the Nightsisters gave up their chase, Charal was a virtual prisoner at times to Terak's violent whims.

Ring of Power

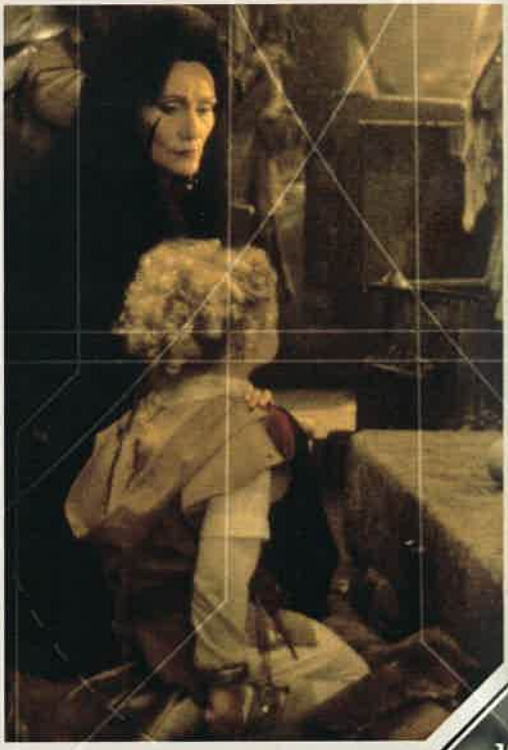
Charal's ring was a mystery. While her 'magic' was undoubtedly the same Force-based powers practised by all Nightsisters, somehow the ring allowed Charal to transform into a raven. She could also alter her appearance and her voice, and even disguise her horse. She used this method to trick and capture Cindel Towani, sounding like Cindel's deceased mother, and appearing as a blonde human woman dressed all in white beside a white horse. Historians have wondered if Charal's ring was a stolen Nightsister artefact or possibly of Sith origin. Whatever the case, the ring was destroyed when Charal and Terak were defeated.

'No! Not her! She's evil!'

Cindel stops Wicket from freeing Charal

Downfall

Charal and the Marauders had plagued Endor for over a hundred years before they were finally dealt with. Neither Terak nor Charal had a great grasp of technology, though both knew they needed a power source to leave the planet. When the Sanyassans attacked the Ewoks of Bright Tree Village to steal the power source from the Towani family's starship, it began a chain of events that saw Terak and Charal fall out. The King took Charal's ring from her, wearing it around his neck while she remained in raven form. The ring was shattered by a stone thrown by Wicket, the Ewok. The resulting power-burst carbonised Terak, while the loss of the ring trapped Charal in raven form.



Charal's Plots

The Witch-Queen of Endor continually looked for an escape from the Forest Moon. Though technically allied to Terak, Charal longed to be free of the brutish self-styled king. In turn, Terak knew he could not fully trust Charal. The 'alliance' was never going to end well. Charal often privately met and plotted with other travellers stranded on Endor, though she was never able to escape from the moon or the Marauders.

DATHOMIR

PLANET OF THE NIGHTSISTERS

A planet of incredible natural beauty, with four moons adorning its night sky, Dathomir should have been one of the jewels of the Outer Rim Territories. However, it was home to the huge and terrible rancor and to the dreaded 'Force-witches', the Nightsisters.

The world of Dathomir had a very varied terrain, helped in part by below standard gravity and by slightly higher than standard volcanic activity. The latter clearly manifested itself in the bubbling tar pits that dotted the planet, and was also visible in the deep valleys torn into the surface of Dathomir by tectonic activity, followed by the action of many deep, fast-flowing rivers. The slightly lower gravity allowed the Dathomir plant life, particularly the trees, to grow to immense heights. From its tall mountains to its broad deserts, Dathomir was not short of natural drama.

Lost Empire

Dathomir was dotted with the remains of a once-great civilisation – the Kwa. Hundreds of millennia in the past, the reptilian Kwa constructed a network of Infinity Gates. These devices allowed instantaneous travel and could, if necessary, be used as a weapon. The gates were housed in Star Temples, and these became the only significant surviving relic of the Kwa, who sealed the temples once they understood that their species was somehow devolving to a primitive state. The Kwa became the desert-dwelling Kwi, and the secret of the gates and the impenetrable Star Temples was all but lost.

Big Nature

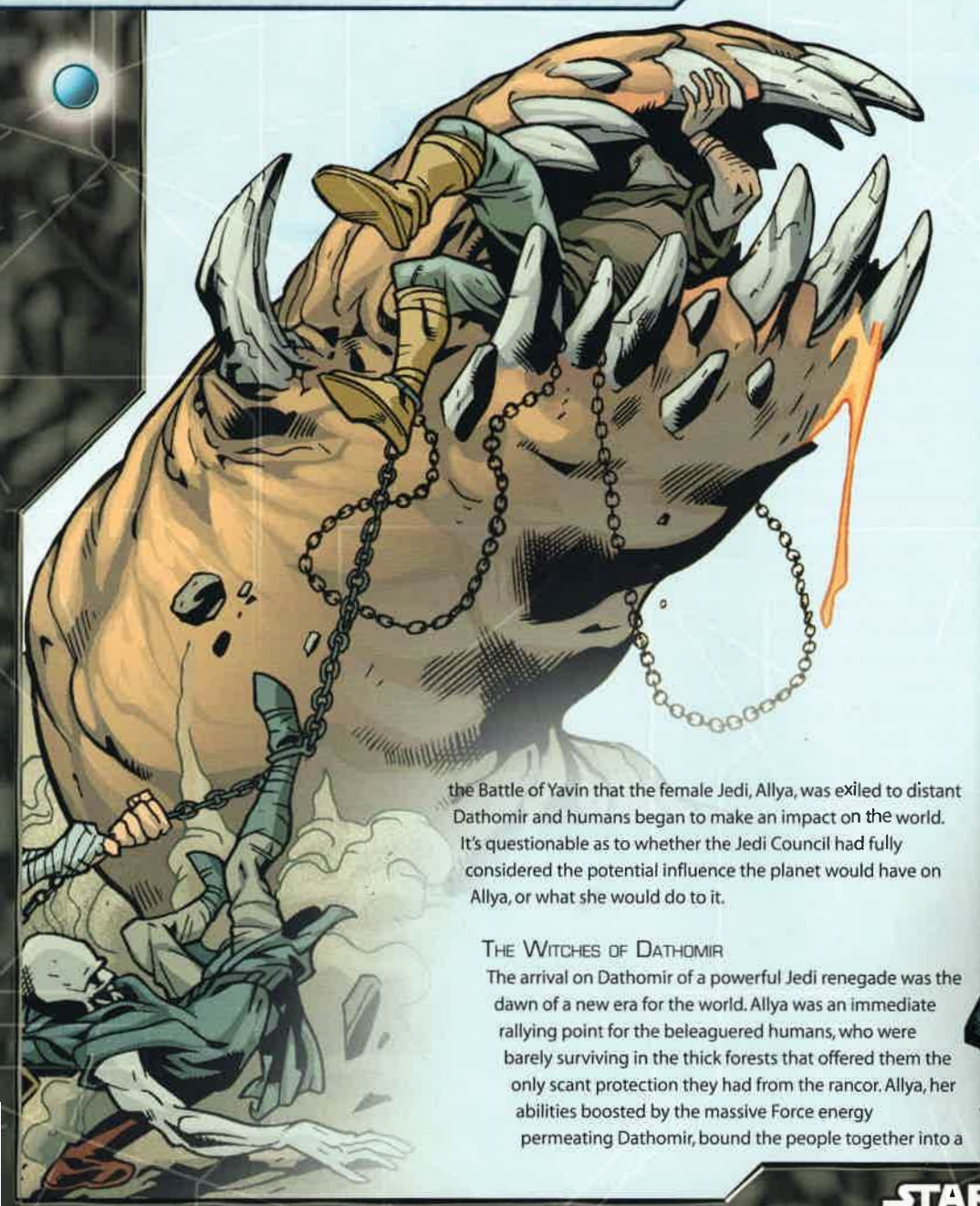
One of the most famous and fearsome exports from Dathomir was the rancor. On Dathomir itself, these bipedal creatures grew to as much as 10 metres tall. Off-world, they were treated as savage beasts to be gawped at and brutalised in arenas. On Dathomir, the rancor could be seen for what they

The intensity of the life force of Dathomir made the planet strong in Force energy, powering the abilities of Force-sensitive beings there.

were – semi-sentient creatures living in a matriarchal pseudo-society on the evolutionary borders of achieving true sentience. Sadly, these creatures were hunted as trophies for centuries, and were much sought after by criminal collectors. Their greatest protection came from an unlikely source – one of their favourite foods.

Empires and Exiles

As with many parts of the galaxy, the Rakatan Infinite Empire came to Dathomir long after the Kwa had retreated and become the primitive Kwi. The Rakata did little on Dathomir, save take a breeding group of rancor to their homeworld. Tens of thousands of years later, humans of the Paecian Empire came to Dathomir, followed two thousand years later by the Sith. These new peoples made little difference to the planet, save to add something to the rancor diet. It wasn't until some 600 years before



the Battle of Yavin that the female Jedi, Allya, was exiled to distant Dathomir and humans began to make an impact on the world. It's questionable as to whether the Jedi Council had fully considered the potential influence the planet would have on Allya, or what she would do to it.

The Witches of Dathomir

The arrival on Dathomir of a powerful Jedi renegade was the dawn of a new era for the world. Allya was an immediate rallying point for the beleaguered humans, who were barely surviving in the thick forests that offered them the only scant protection they had from the rancor. Allya, her abilities boosted by the massive Force energy permeating Dathomir, bound the people together into a

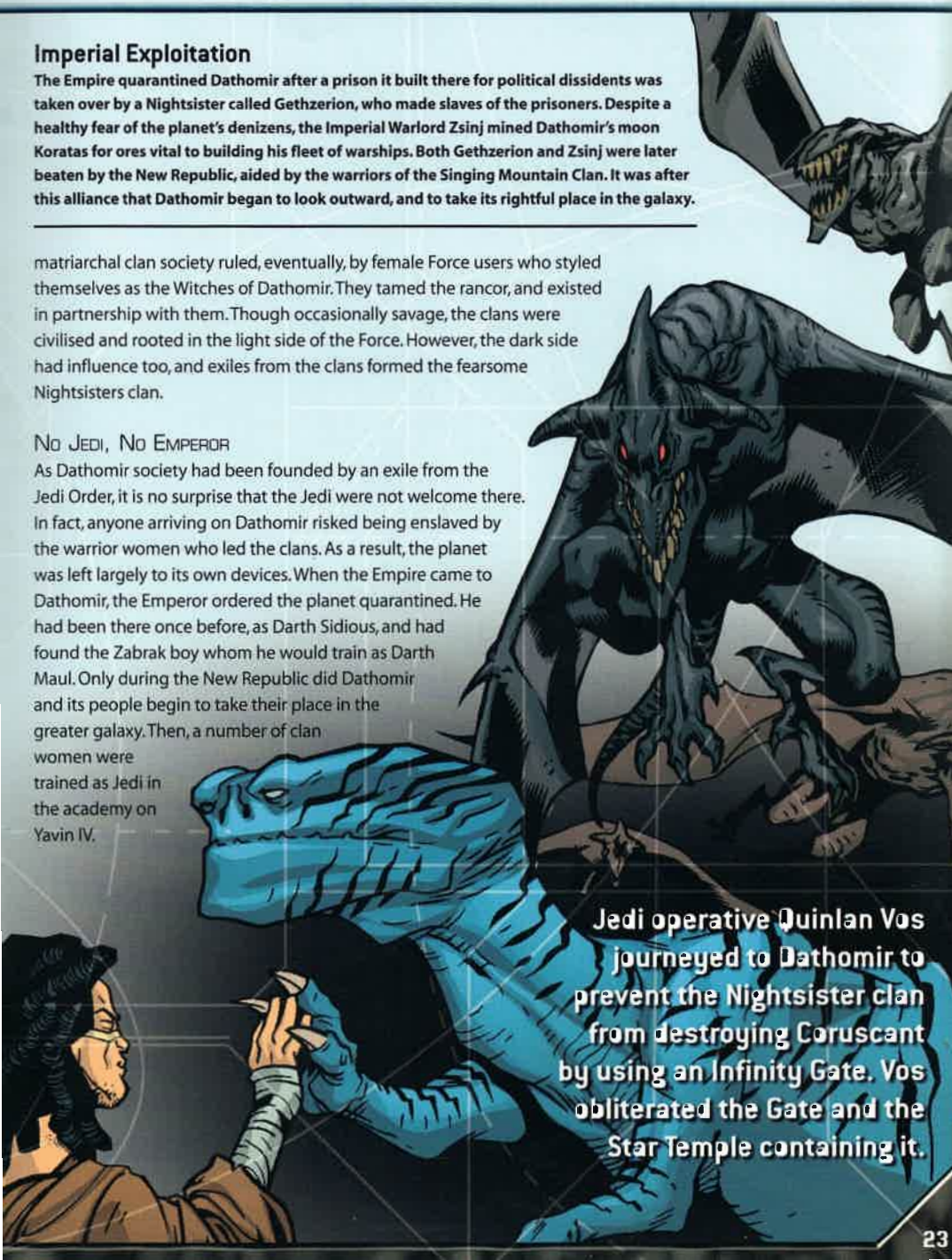
Imperial Exploitation

The Empire quarantined Dathomir after a prison it built there for political dissidents was taken over by a Nightsister called Gethzerion, who made slaves of the prisoners. Despite a healthy fear of the planet's denizens, the Imperial Warlord Zsinj mined Dathomir's moon Koratas for ores vital to building his fleet of warships. Both Gethzerion and Zsinj were later beaten by the New Republic, aided by the warriors of the Singing Mountain Clan. It was after this alliance that Dathomir began to look outward, and to take its rightful place in the galaxy.

matriarchal clan society ruled, eventually, by female Force users who styled themselves as the Witches of Dathomir. They tamed the rancor, and existed in partnership with them. Though occasionally savage, the clans were civilised and rooted in the light side of the Force. However, the dark side had influence too, and exiles from the clans formed the fearsome Nightsisters clan.

No Jedi, No Emperor

As Dathomir society had been founded by an exile from the Jedi Order, it is no surprise that the Jedi were not welcome there. In fact, anyone arriving on Dathomir risked being enslaved by the warrior women who led the clans. As a result, the planet was left largely to its own devices. When the Empire came to Dathomir, the Emperor ordered the planet quarantined. He had been there once before, as Darth Sidious, and had found the Zabrak boy whom he would train as Darth Maul. Only during the New Republic did Dathomir and its people begin to take their place in the greater galaxy. Then, a number of clan women were trained as Jedi in the academy on Yavin IV.



Jedi operative Quinlan Vos journeyed to Dathomir to prevent the Nightsister clan from destroying Coruscant by using an Infinity Gate. Vos obliterated the Gate and the Star Temple containing it.

WARWICK DAVIS

ALWAYS BUSY

Famously auditioning for a part as an Ewok in *Return of the Jedi* because his grandmother heard the advert on local radio, Warwick Davis has become one of the best loved, hardest working actors in the UK and is listed on the Internet Movie Database as the shortest leading actor in the world.

Warwick Ashley Davis was born on 3 February 1970, in Surrey. At just 11 years old, he was initially disappointed on auditioning for the role of an Ewok, as the adult Ewok cast was considered complete by the time he arrived. However, at only 2'11" (0.89m) tall at the time, Warwick was still cast, as he was considered perfect for playing a younger Ewok. The fact that the more experienced actor, Kenny Baker, went down with food poisoning during filming allowed Warwick to step in to playing the part of the character named Wicket. Warwick's inherent charm and youthful energy brought the young Ewok to life, and Warwick has never looked back since.

Endor and On

Warwick returned to Endor for two films, *Caravan of Courage* (released in 1984) and *Battle for Endor* (1985), which were made for television in the US, but received a theatrical release in the UK and other

territories. After a side role in the musical fantasy *Labyrinth* (1986), Warwick's ability to take on a lead role was confirmed with his casting as Willow in the 1988 film of the same name, directed by Ron Howard and starring Warwick and Val Kilmer. While filming, Warwick met Samantha Burroughs, and the two would later marry.

Never Stopping

In 1989 and 1990 respectively, Warwick appeared in the BBC television adaptation's of C.S. Lewis's *Prince Caspian* and *The Silver Chair*. Ironically, he would later appear in the 2008 big screen adaptation of *Prince Caspian*, though in a different role. In 1993, Davis played the villainous and psychotic lead in *Leprechaun*, also notable as the first film appearance of a young Jennifer Aniston. Warwick has a great affection for the *Leprechaun* series, and went on to make a further five films. Of course, Davis returned to the *Star Wars* films, appearing in Episode I in three roles, as well as doubling for Yoda in certain scenes. Since then, Warwick has become a regular cast member of the Harry Potter films, playing Professor Flitwick and various other parts. In 2010 came the release of Warwick's autobiography, *Size Matters Not*, and 2011 saw him take the lead in a new BBC comedy series, written by friends Ricky Gervais and Stephen Merchant, called *Life's Too Short*. At only 41, Warwick Davis shows no sign of slowing down.

Willow Management

In 1995, Warwick turned his years of experience into a practical opportunity to help his short fellow actors, opening the agency Willow Management. It now represents more than 100 actors under five feet (1.5m) tall, and a few over seven feet (2.1m) tall.

THE EWOK HANG GLIDER

A CHANGE OF DIRECTION

BUILDING THE EWOK HANG GLIDER

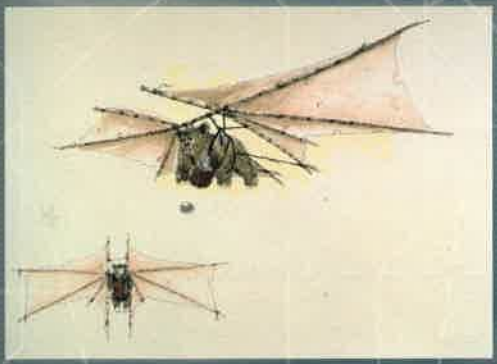
1 This production painting by Ralph McQuarrie shows a flight of hang gliders in action during the Battle of Endor.

2 At one point, it was thought that the Ewoks might ride on flying creatures (a leftover from pre-production on both earlier *Star Wars* films).

5 This well-finished prototype maquette measures 45 x 10 x 21cm.

6 The film prop was shot live against a blue screen, with an actor playing the Ewok pilot.

The Ewok hang gliders first appeared in *Return of the Jedi* where they demonstrated the ingenuity and courage of the Ewoks, despite being less than effective against AT-STs. The gliders appeared in both of the made-for-television Ewok films, though they more closely resembled normal hang gliders in those.



3 It was decided that instead of riding living beasts, the Ewoks would stick to using hang gliders made of wood and animal hide.

4 This storyboard of the scene showing the Ewok hang glider attack during the Battle of Endor dates from 1982.

7 The footage was combined with location film and with model shots to create the finished result.

8 Kenner released the 'Ewok Combat Glider' for its Star Wars range in 1983.

DID YOU KNOW?

1 Warwick Davis played three characters in Episode I. Name them.

2 The flying creatures, once intended for Alderaan, Bespin then Endor, eventually made it into which *Star Wars* film; and what were they called?

3 Name the pilot of this glider.

ANSWERS:
1. Warwick played the Rodian child Wald, the gambler Weazel, and a street trader in Mos Espa.
2. The flying creatures finally appeared in Episode II as the aiwha of Kamino.
3. This is Deej, Wicket's father, seen in *Caravan of Courage*.

OBROA-SKAI – OSSUS

Obroa-Skai
Region: Inner Rim
System: Obroa System

The people of this peaceful world were only interested in collecting information in their computer archives. This made the planet a target for the Yuuzhan Vong, who wanted the information on this galaxy. Though a lot of information was lost, the Vong were eventually removed from the planet.

Omwat
Region: Outer Rim Territories
System: Omwat System

The blue-skinned, slender Omwati had a flair for science that brought them to the notice of Grand Moff Tarkin. He kidnapped children to join the scientists developing superweapons in the Maw Institute. Only Qwi Xux passed the training, and later worked on the Death Star prototype.

Onderon
Region: Inner Rim
System: Onderon System

On the domain of Sith Lord Freedon Nadd, human colonists of Onderon battled the terrible creatures that migrated there from the moon of Dxun every time it passed too close to the planet. The war between the Beast Riders and the city of Iziz was the catalyst of the Great Sith War.

Ord Mantell
Region: Mid Rim
System: Bright Jewel System

Once a beautiful tourist spot, then a port for illicit trade, Ord Mantell was neutral in the Civil War. Han Solo and Chewbacca were ambushed there not long before the Battle of Hoth, leaving Solo determined to pay off Jabba the Hutt and get the bounty removed.

Orto Plutonia
Region: Outer Rim Territories
System: Pantora System

Home to a colony of Talz, the ice world of Orto Plutonia was claimed by the warlike Pantoran Assembly, whose chairman, Chi Cho, tried to force the Republic to back him in a war to remove the Talz. Cho was killed in the fighting and the Assembly granted ownership of the planet to the Talz.

Ossus
Region: Outer Rim Territories
System: Adega System

The Jedi Academy on Ossus was famed for its huge library and collection of Jedi and Sith artefacts. Exar Kun trained here before he fell to the dark side and attacked the planet for artefacts to aid in his conquest. Kun unleashed a shockwave that turned a devastated Ossus into a wilderness.

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Model unavailable for photography at time of going to print.

IN YOUR NEXT ISSUE

WITH ISSUE 75: THE UT-AT

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